

22 Major Arcana		
Path to the big journey of Life		
0	Fool	New Beginning
I	The Magician	Manifestation
II	The High Priestess	Intuition
III	The Empress	Abundance
IV	The Emperor	Order/Stepping Up in Power
V	The High Priest/Herophant	Wisdom
VI	The Lovers	Choices
VII	The Chariot	Movement
VIII	Strength	Inner Courage
IX	The Hermit	Contemplation/EmPOWERment
X	The Wheel of Fortune	Destiny
XI	Judgement	Balance/Indecision
XII	The Hanged Man	Limbo
XIII	Death	Transformation
XIV	Temperance	Healing/Moderation/Balance
XV	The Devil	Temptation
XVI	The Tower	Destruction
XVII	The Star	Hope
XVIII	The Moon	Illusion of Fears
XIX	The Sun	Happiness
XX	Judgement	Self-Reflection
XXI	The World	Regeneration/Lessons Learned/Cycle Completion
0	The Fool (Optional)	New Beginning
Suits (Cups, Swords, Pentacles, Wands)		
What you bring to the story of Life		
Cups		
Ace of Cups	Self Love / New Love	
Two of Cups	Partnership	
Three of Cups	Reunion/Celebrations	
Four of Cups	Boredom	
Five of Cups	Sadness	
Six of Cups	Reflection	
Seven of Cups	Possibility/Illusion	
Eight of Cups	Change	
Nine of Cups	Affection	
Ten of Cups	Completion	
Page of Cups	Imagination	
Knight of Cups	Proposals	
Queen of Cups	Sensitivity	
King of Cups	Understanding	
Pentacles		
Ace of Pentacles	Prosperity	
Two of Pentacles	Options	
Three of Pentacles	Recognition	
Four of Pentacles	Security	
Five of Pentacles	Abandonment	
Six of Pentacles	Generosity	
Seven of Pentacles	Potential	
Eight of Pentacles	Achievement	
Nine of Pentacles	Contentment	
Ten of Pentacles	Luck	
Page of Pentacles	Opportunity	
Knight of Pentacles	Loyalty	
Queen of Pentacles	Kindness	
King of Pentacles	Trust	
Swords		
Ace of Swords	Victory	
Two of Swords	Crossroads	
Three of Swords	Hearache	
Four of Swords	Reconciliation	
Five of Swords	Conflict	
Six of Swords	Calm / Travel	
Seven of Swords	Loss/Strategy	
Eight of Swords	Restriction	
Nine of Swords	Anxiety	
Ten of Swords	Endings	
Page of Swords	Gossip/Getting Information	
Knight of Swords	Drama	
Queen of Swords	Resilience	
King of Swords	Ambition	
Wands		
Ace of Wands	Growth	
Two of Wands	Vision	
Three of Wands	Innovation	
Four of Wands	Reward	
Five of Wands	Competition	
Six of Wands	Success	
Seven of Wands	Endurance	
Eight of Wands	Travel	
Nine of Wands	Defense	
Ten of Wands	Responsibility	
Page of Wands	Creativity	
Knight of Wands	Activity	
Queen of Wands	Passion	
King of Wands	Practicality	